

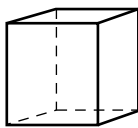
Reteaching 7-1

Three-Dimensional Figures

A **prism** is a three-dimensional figure with two parallel and congruent polygonal **bases**. It is named by the shape of a base.

Rectangular prism

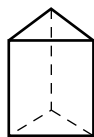
The bases are rectangles.



rectangular prism

Triangular prism

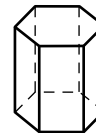
The bases are triangles.



triangular prism

Hexagonal prism

The bases are hexagons.

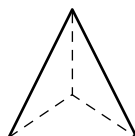


hexagonal prism

A **pyramid** is a three-dimensional figure with only one base.

Triangular pyramid

The base is a triangle.



triangular pyramid

Square pyramid

The base is a square.



square pyramid

The **cylinder**, **cone**, and **sphere** are also three-dimensional figures.



cylinder



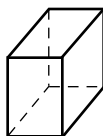
cone



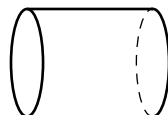
sphere

Give the best name for each figure.

1.



2.



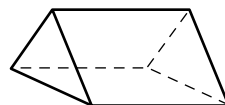
3.



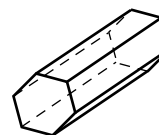
4.



5.



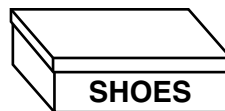
6.



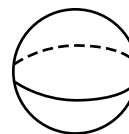
7.



8.



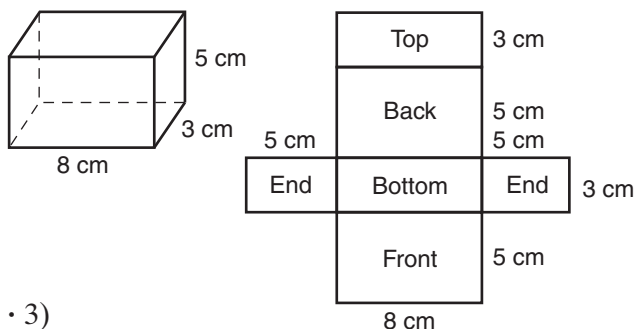
9.



Reteaching 7-2

Surface Areas of Prisms and Cylinders

The **surface area** of a prism is the sum of the areas of its faces. You can use a **net**, or pattern, for the prism to help you find its surface area.

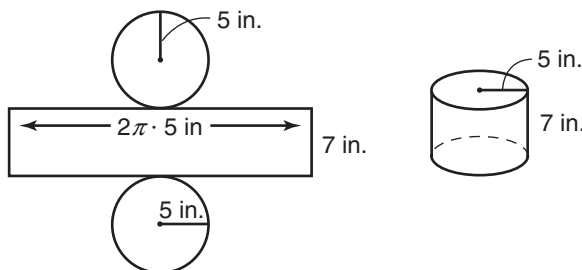


- Add the areas of all the surfaces.

Surface Area

$$\begin{aligned}
 &= \text{front} + \text{back} + \text{top} + \text{bottom} + \text{end} + \text{end} \\
 &= (8 \cdot 5) + (8 \cdot 5) + (8 \cdot 3) + (8 \cdot 3) + (5 \cdot 3) + (5 \cdot 3) \\
 &= 40 + 40 + 24 + 24 + 15 + 15 \\
 &= 158 \text{ cm}^2
 \end{aligned}$$

- To find the surface area of a cylinder, add the area of the rectangle and the areas of the bases. Use 3.14 for π .

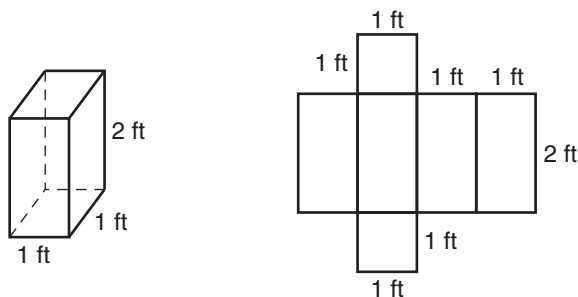


Surface area

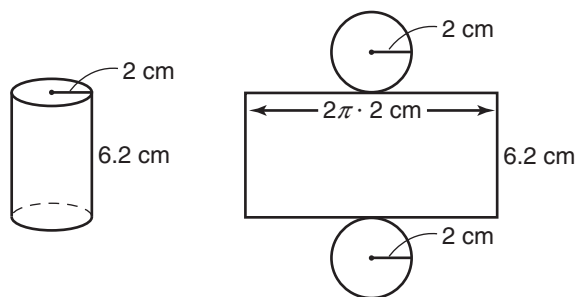
$$\begin{aligned}
 &= \text{top} + \text{bottom} + \text{side (rectangle)} \\
 &= (\pi \cdot 5 \cdot 5) + (\pi \cdot 5 \cdot 5) + (2\pi \cdot 5 \cdot 7) \\
 &= (25\pi) + (25\pi) + (70\pi) \\
 &\approx 120 \cdot 3.14 = 376.8 \text{ in.}^2
 \end{aligned}$$

Use the net to find the surface area. Round your answers to the nearest whole unit.

1.

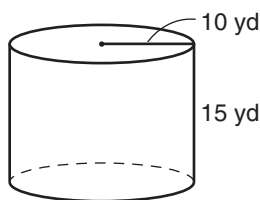


2.

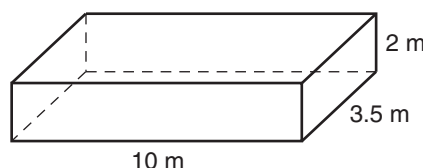


Draw a net for each figure. Then find the surface area to the nearest tenth of a unit.

3.



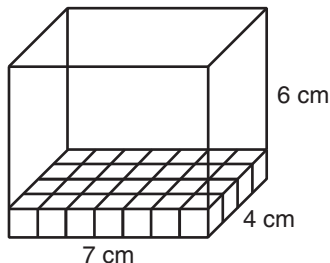
4.



Reteaching 7-3

Volumes of Prisms and Cylinders

The **volume** of a three-dimensional figure is the number of cubic units needed to fill the space inside the figure. A **cubic unit** is a cube whose edges are 1 unit long. You can find the volume of a prism or a cylinder by finding the *area of the base (B)* and multiplying by the *height (h)*. Use 3.14 for π .



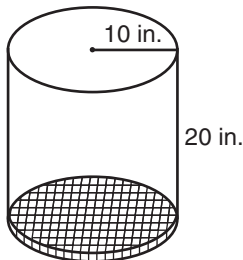
$$B = lw$$

$$B = 7 \cdot 4 = 28 \text{ cm}^2$$

$$V = Bh$$

$$V = 28 \cdot 6 = 168 \text{ cm}^3$$

The volume is 168 cubic centimeters.



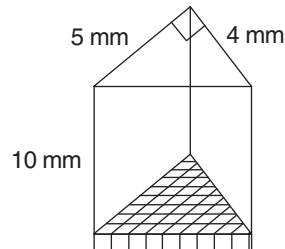
$$B = \pi r^2$$

$$B \approx 3.14 \cdot 10 \cdot 10 = 314 \text{ in.}^2$$

$$V = Bh$$

$$V \approx 314 \cdot 20 = 6,280 \text{ in.}^3$$

The volume is 6,280 cubic inches.



$$B = \frac{1}{2}bh$$

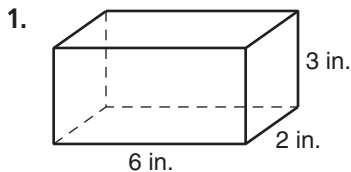
$$B = \frac{1}{2} \cdot 5 \cdot 4 = 10 \text{ mm}^2$$

$$V = Bh$$

$$V = 10 \cdot 10 = 100 \text{ mm}^3$$

The volume is 100 cubic millimeters.

Complete to find the volume to the nearest tenth of a unit.



$$V = Bh = lwh$$

$$= \underline{\quad} \cdot \underline{\quad} \cdot \underline{\quad}$$

$$= \underline{\quad}$$

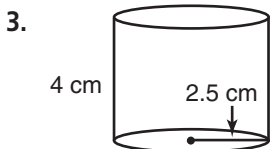


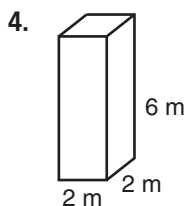
$$V = Bh = \pi r^2 h$$

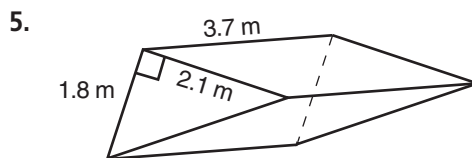
$$\approx 3.14 \cdot \underline{\quad} \cdot \underline{\quad} \cdot \underline{\quad}$$

$$= \underline{\quad}$$

Find the volume. Round to the nearest cubic unit.





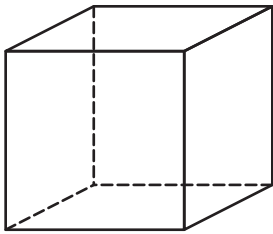


Reteaching 7-4

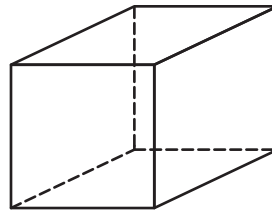
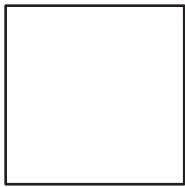
Cross Sections

A **cross section** is the two-dimensional shape that you see after slicing through a three-dimensional object.

You can describe the cross section formed by the intersection of the cutting plane and the solid or you can sketch a picture.



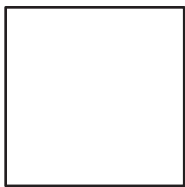
If you cut horizontally, the cross section is a square.



If you cut horizontally, the cross section is a rectangle congruent to the top face.



If you cut vertically, the cross section is a square.

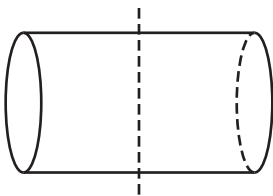


If you cut vertically, the cross section is a rectangle congruent to the side face.



Describe each cross section.

1.



2.

